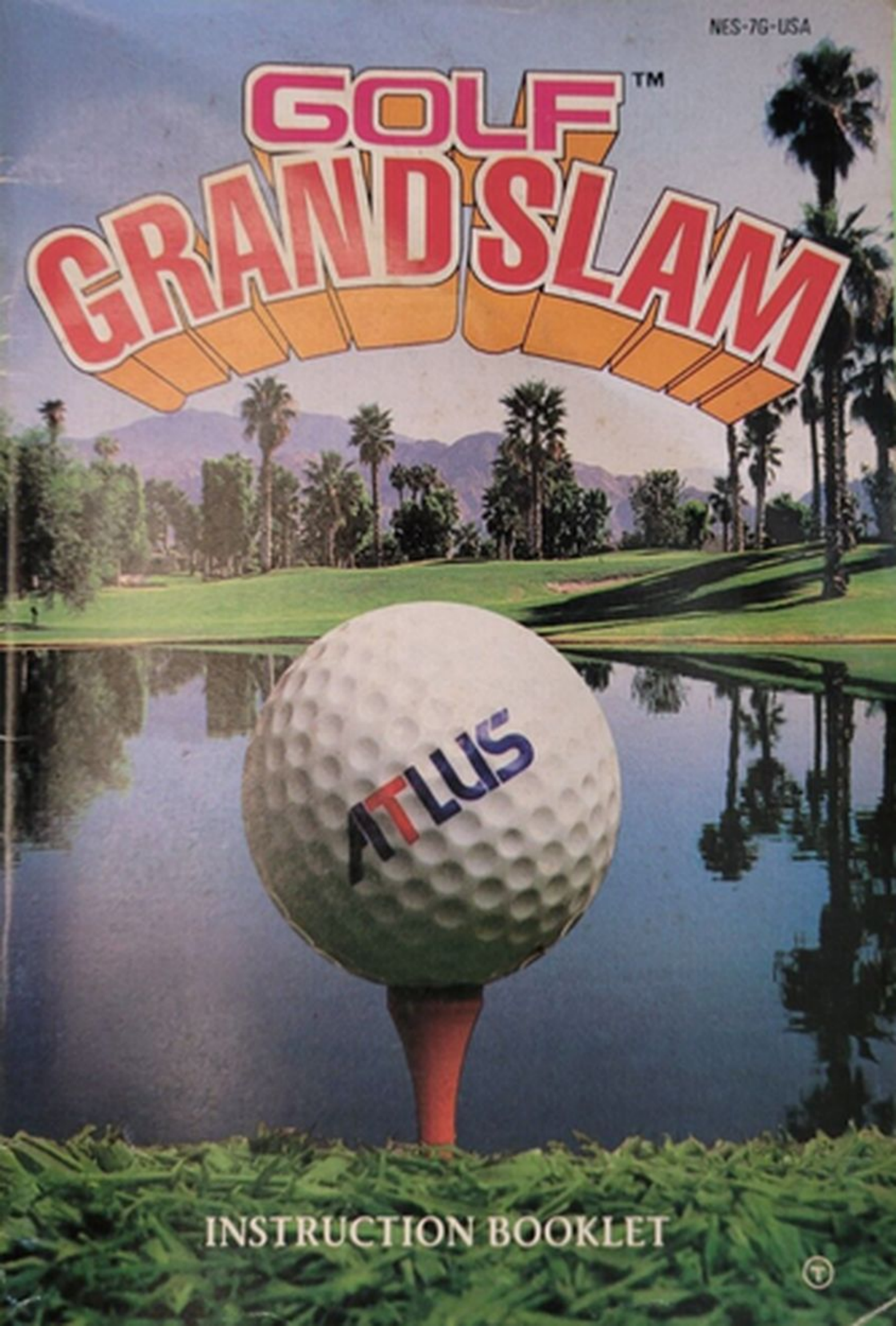
NES-7G-USA

# GOLF GRAND SLAM™




INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards of excellence in workmanship, reliability, and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.®

This game is licensed by Nintendo for play on the

Nintendo ENTERTAINMENT SYSTEM®

# Thank you for selecting GOLF GRAND SLAM™ Game Pak for your Nintendo Entertainment System.

## PRECAUTIONS

1) This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
3) Do not clean with benzene, paint thinner, alcohol, or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.

## ⚠ WARNING: DO NOT USE WITH ⚠ FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System ("NES") and NES games. Your projection television screen may be permanently damaged by video games with stationary screens or patterns that are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

## ADVISORY
## READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain flashing lights or patterns that are commonly present in our daily environment. Persons who experience seizures while watching some kinds of television images or playing certain video games may also experience seizures while using these products. Players who have not had any previous seizures may nonetheless have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movements, loss of awareness of your surrounding

NOTE: In the interest of product improvement, Nintendo reserves the right to change product design are subject to change without notice.

# GOLF GRAND SLAM™

## CONGRATULATIONS

on your purchase of "**GOLF GRAND SLAM**" for the Nintendo Entertainment System! We strongly recommend that you read through this "Instruction Booklet" before starting the game so that your playing experience will be most enjoyable.

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"Grand Slam" is a term that originated with the card game Bridge. When someone wins *every* card in a single game, he scores a Grand Slam. How did this term get transferred to golf? Well...

## THE MASTER'S TOURNAMENT

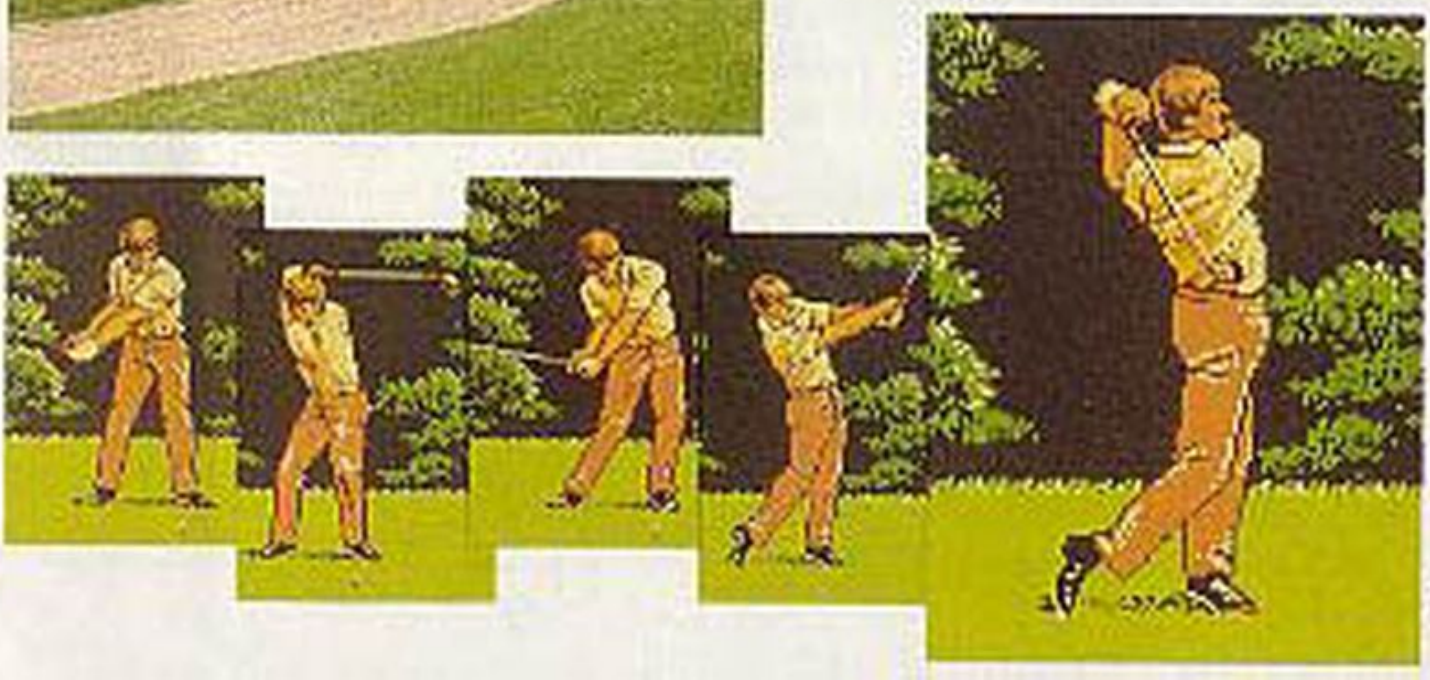
In 1930, professional golfer Bobby Jones won four major titles, and for the first time ever this accomplishment was called a Grand Slam. To achieve the Grand Slam, a golfer must, in one year, win the four largest professional tournaments: The Masters, the U.S. Open, the PGA Championship, and the British Open. Increasing competition has made it nearly impossible to win all four of these tournaments in one year. Therefore, players who win the individual titles over a several year period are called 'Grand Slammers.' These include Jack Nicklaus, Ben Hogan, Gary Player, and Gene Sarazen. But only the truly great professional golfers have earned the Grand Slam title in one year. Many of golf's most dramatic, triumphant, tragic and humorous moments have been acted out on these luscious fairways and greens. Now it's your turn to tee off! This challenging and exciting game has been made available to golf fans everywhere in Golf Grand Slam.

# TEST YOURSELF ON A REAL COURSE AGAINST THE NATURAL ELEMENTS

In this game, develop your theoretical and practical knowledge of golf, whether you be an aficionado or amateur. The many technical aspects of shot making, such as compensating for wind conditions, putting on sloping greens, dealing with bunkers or roughs, and much more, are presented for your practice. You can even work on one particular shot over and over until it reaches perfection.

Golf Grand Slam has two training modes to help you get familiar with the course. Then, once you feel prepared, you can compete against the Golf Grand Slam Top 30 Pros in an actual Tournament. All new players start at even par, and you have a chance to beat some of the greatest.

*So do a few warm-ups and get ready to improve your golf game without ever leaving home!*



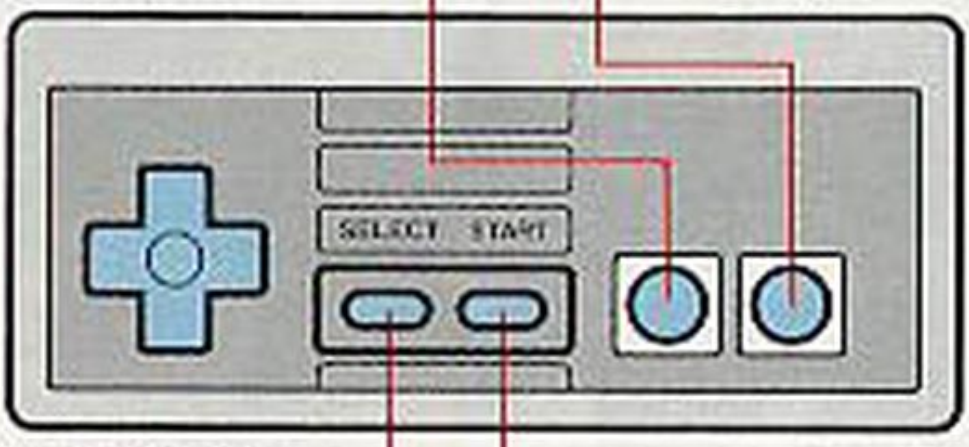
# THE BASICS

One to four people can participate in Golf Grand Slam. During play, pass the controller to each person when it is his or her turn to hit.

## CONTROLLER

*B BUTTON:*
Switch Side View Screen to Command Screen.

*A BUTTON:*
Press A to choose the strike point on the ball.

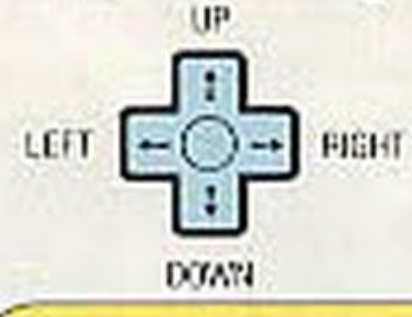



*SELECT BUTTON:*
Not used in Golf Grand Slam.

*START BUTTON:*
Press Start to begin play.

## CONTROL PAD

Use this to make various selections, such as club, stance, direction of ball, and hitting strength. The Control Pad also manipulates the Cursor, which helps you determine distances by showing how many yards lie between the ball and the Cursor's position. Its location also dictates direction and carry of the ball.




### CONTINUE

You can quit playing at the end of a hole and resume play later from the next hole by obtaining a Password. Simply record the Password shown in the lower left corner of the Ranking Screen that appears after each hole. To resume play, choose Continue instead of New Game on the Start Screen.

# PLAYING THE GAME

After the title screen appears, your professional caddy will take a few minutes to share a golfing tip with you. When he's through, you will need to select the mode in which you'd like to play.

## STARTING OUT

When the Start Screen comes up, choose either New Game or Continue. From New Game you'll be able to select one of three modes. You can only select Continue if you recorded a Password during an earlier game. Use the Control Pad to make your selection and then press A.

## ONE OR MORE PLAYERS

Use the Control Pad to select the number of players and press A. With multiple players, the first ball on the first hole is played in order of name registration. The second ball is played first by the person farthest from the green, then the next closest, etc. At the second hole, begin using the Honor Rule: Best score from the previous hole hits first.

## NAME REGISTRATION

Use the Control Pad to highlight a letter and push A to select it. Names can be up to 8 letters long. After entering the name, choose "End", then "Yes". If you've made a mistake, simply choose "No" and you'll be able to start over.

# THREE PLAYING MODES

To suit all levels of golfers, this game provides three modes: two for practice and one that will test your nerve. If you consider yourself an outstanding golfer, select Tournament Mode to take on the Golf Grand Slam Top 30 pros and up to three other players. To learn the basics of the game, though, or to do spot work on particularly tough holes, choose Training Mode 1 or 2.

# TOURNAMENT MODE

It's the fourth and final day of the most rugged tournament in the U.S. You're competing against 30 other professional golfers, and you're about to tee off on the first hole. Everyone initially starts at even-par, so you have a fair chance to beat the best players on this course. You must play the holes in consecutive order. At the end of each, the rankings will be displayed along with a Password. Your score card will also appear, showing your previous scores, pars and totals.

Players' scorecards will appear between the holes. They show all 18 holes and how you've done on each.

On the Ranking Screen. In addition to checking your score, you can see how the pros are doing.

# TRAINING MODE 1

It may be a good idea to practice in Training Mode 1 before taking on the Tournament players. This mode will allow you to replay missed shots. It therefore provides a great opportunity to measure the pros and cons of various clubs, stances, and hitting techniques. You'll also have to contend with varying winds. You can begin play on any hole, selecting your own order. Because of this feature, you will not be offered a Password that allows you to use Continue later.

# TRAINING MODE 2

Training Mode 2 is excellent for beginners. Again, you can start on any hole and play in whatever order you prefer. You can still practice a variety of playing techniques--with two major benefits. One, there's no wind. Two, when you hit a ball, the strike point will always be in the center. This results in a square shot and the ball flies straight.

# CLUB SELECTION

The game provides you with four combinations of 14 clubs each. In total, there are 17 golf clubs: 5 woods and 12 irons. If you're a distance hitter, pick the combination with the most woods. For greater accuracy, choose a group with more irons. Use the Control Pad to make a selection, then press A. Just as in an official tournament, you can't change equipment once you've made your choice.

PLEASE SELECT
1W 3W 4W 5W 3I 4I 5I
6I 7I 8I 9I PW SW PT
1W 3W 4W 2I 3I 4I 5I
6I 7I 8I 9I PW SW PT
1W 3W 1I 2I 3I 4I 5I
6I 7I 8I 9I PW SW PT
1W 2W 3W 4W 5W 4I 5I
6I 7I 8I 9I PW SW PT

# THE DRIVER

The Driver, or 1 Wood, is the most commonly used wood club because of its power and flexibility. In this game, it is the only club whose "carry" (distance the ball travels) can be adjusted. In other words, you can determine how far the club will send the ball. Hitting a long distance, as on the pro level, can be effective; but there are many instances when a shorter carry will keep you out of bunkers and water hazards. Accuracy is often preferable to power, especially on this complicated course. After you've selected a carry, you cannot, understandably, change it later in the game.

# PLAYING THE COURSE

The factors that will influence your game are displayed on the Fairway Screen. You'll plan your shot in the Command Screen

## FAIRWAY SCREEN

## COMMAND SCREEN

Pressing B will switch the lower screen from a side view of the fairway to the Command Screen and back. To set up your shot, position the Cursor in the direction you'd like the ball to travel. The more distance between ball and Cursor, the longer the carry. However, the ball may not travel as far as the Cursor. Once the Cursor is placed, push B to bring up the Command Screen. Now you'll decide your hitting strategy.

Detailed explanations of how to use each of these five windows follow on the next pages.

# SHOT SELECTION

The Command Screen pre-sets each window to provide you with a fair shot. To use these settings, press A before making changes. Or select your own club, stance, shot, tee height, and grip. To move from one window to the next, press the Control Pad left or right.

## CLUB

### WOODS

As stated earlier, the 1 Wood, or Driver, is the most commonly used wood. The others are grouped under the name Fairway Woods. These clubs hit the ball farthest, but they are the most difficult to use, allowing little margin for error. With the woods, impact position on the ball has to be exactly right for a good shot.

### IRONS

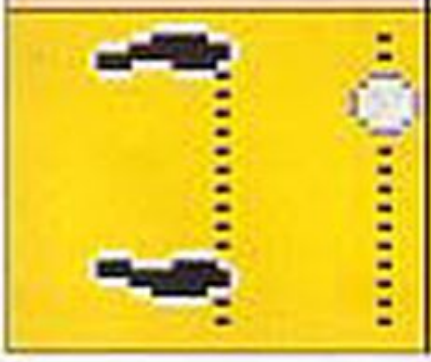
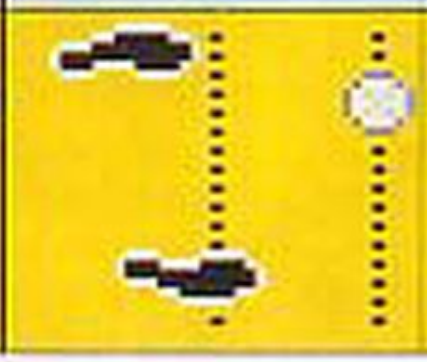
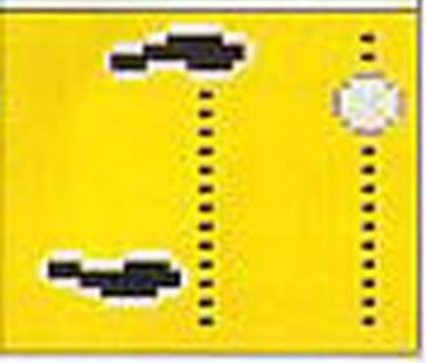
The Long Irons are numbers 1-3 and are similar to woods in power. Numbers 4-6 are the Medium Irons, which the amateur golfer will probably find the most comfortable. The mid-irons are used to hit the ball a precise distance for careful, accurate shots. The short irons--7, 8, 9, Pitching Wedge, and Sand Wedge--are those used for approach shots onto the green.

### PUTTER

The Putter is, of course, the club that will make or break your chances for a par. Using the Putter requires an entirely different attitude--power takes a back seat to skill and technique. Use this light, but mighty club with respect.

# STANCE

To choose your stance, press the Control Pad up or down. Push the Control Pad right to move to the ball, then press up or down.

| Square Stance | Open Stance | Closed Stance |
|---|---|---|
| With feet parallel to the target line, you stand the best chance of hitting a straight shot. | With your feet pointing to the left of the target, the ball will slice right and carry a short distance. | When the body points right of the target, the ball will hook to the left, with a tendency to run. |
|  |  |  |

# SHOT

Here you have a choice of five shots, or shooting styles. Learn them all well, because on this golf course you'll find that you need to use each and every one!

**PUNCH:** A short shot that will run.

**EXP:** This is only a bunker shot, hitting the sand rather than the ball.

**DOWN:** To make an effective approach, use this shot with a short iron.

**UP:** Sends the ball high with lots of run. Good for a driver shot.

**NORMAL:** A standard shot--travels straight with medium carry.

# TEE UP / THE LIE

In the Tee Up window, you can select the height of your tee by pressing the Control Pad up or down. Different clubs work better with different tee heights. For maximum distance with the Driver, tee the ball up. After the first shot of each hole, the Tee Up option window will be replaced with a window showing you the lie of the ball. This will help you determine which club and shot would work best.

# GRIP

You must select one of three grips, and each grip can be held short or long on the club. Holding the club short will provide you with more control; gripping long is more powerful. While putting, the Grip window is replaced with a view of the slope on which the ball lies.

| Straight Grip | Strong Grip | Weak Grip |
|---|---|---|
| This results in a swing that is parallel to the target: therefore the ball carries straight along your intended path. | Holding the club with a strong grip "closes" the clubface at the impact point, causing the ball to hook to the left. | When you hold the club with a weak grip, the clubface will be "open" at impact, slicing the ball to your right. |
| | | |

# PUTTING SCREEN

As you approach the green, it will become larger, eventually filling the screen. This is to help you measure the slope of the ground and distance to the cup.

## THE PUTT

Once on the green, use the Cursor to determine the direction and speed of the ball. The farther the Cursor is from the ball, the harder your hit. Be aware that the ball is affected by the green's slope. Position the Cursor on the opposite side of the flag and at the right or left to compensate for slope.

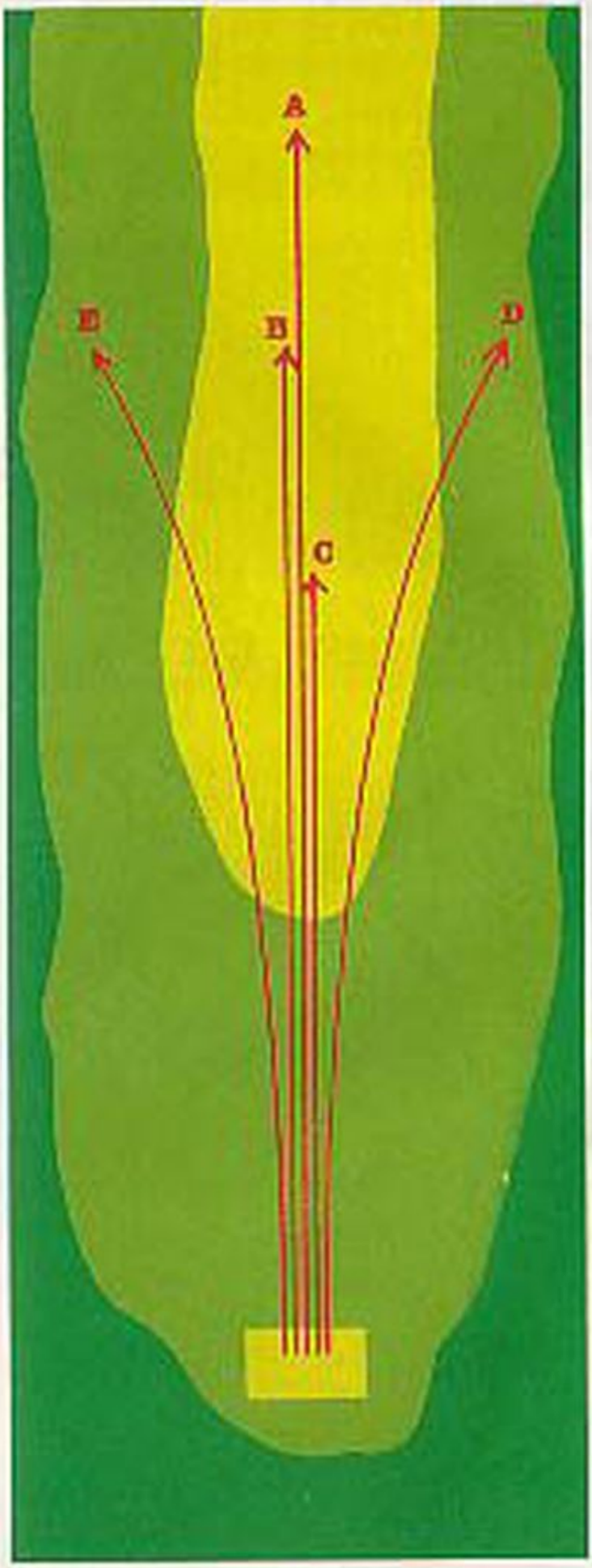
## THE SLOPE

Many of the greens have steep slopes and severe dips. An arrow on the screen shows the direction of the slope with a numerical readout of its degree. Obviously, the greater the angle, the more it will influence your ball. Take this into account when you set the Cursor.

## PUTTING ONTO THE GREEN

If you are using a putter for your approach shot, the Cursor's position on the green will dictate where the ball first lands. But from there the ball may run, so be sure to allow for this.

# STRIKING THE BALL




When the Ready Screen appears, press the A button. A dot will travel over the face of the ball from top to bottom. Press A again to stop this dot and the ball will be hit on that spot. If you don't select a strike point after the dot moves down twice, the game chooses one (and it's rarely what you wanted!).

### A: STRAIGHT

The Straight shot flies in the desired direction. In Training Mode 3, you always get a Straight shot.

### B: TOPSPIN

With Topspin, the ball has a short carry but will run a long way.

### C: FLY

The Fly shot is high and fairly short with little run.

### D: SLICE

The Slice pulls strongly to the right.

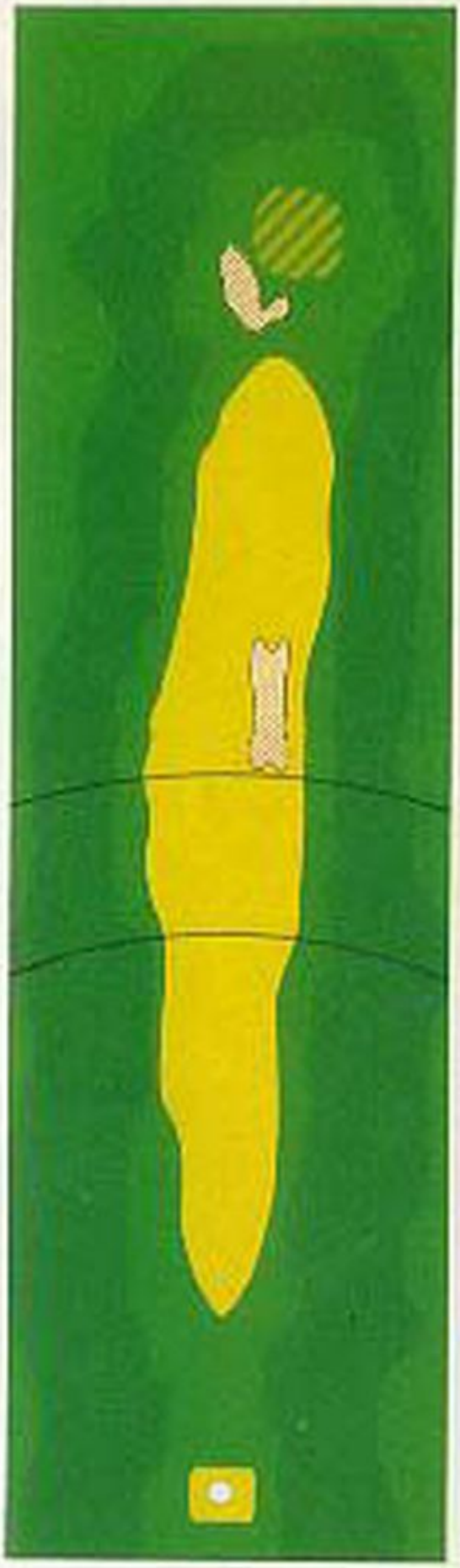
### E: HOOK

A Hook shot carries wide to the left of target.

# 1st
# 440 Yards
# PAR 4

## Professional Caddy's Advice

The first hole appears deceptively simple, but it hides subtle traps. A large cross bunker lies to the right of the fairway just where your first ball is likely to drop. Fortunately, the fairway is wide enough for you to maneuver around this hazard. Target the left side of the bunker for your first shot. Use a long iron on the second, and try to drop onto the green. Keep in mind that the green has a seven degree slope.



# 2nd
# 550 Yards
# PAR 5

## Professional Caddy's Advice

The Par 5 on this hole is a quiet warning to power-hitters who try for long shots. A cross bunker at 290 yards prohibits bold swinging. Try for medium range and accuracy instead. Go over the bunker with your second shot and attempt the green on your third. If you want to try a straight shot toward the green from the tee, you may find yourself searching for the ball in a bird's nest. Those trees are taller than they appear.

# 3rd
# 363 Yards
# PAR 4

## Professional Caddy's Advice

Even more than the 2nd hole, this one will test your nerves. You'll have to contend with a water hazard and bunkers that hem the area where your second shot will land. Line up the shot with special care when the wind is sweeping from left to right. The green has two levels, with a strong slope running down toward you. When you make your approach shot, try to land it on the upper level- downhill putts are a little easier to control.

# 4th
# 202 Yards
# PAR 3

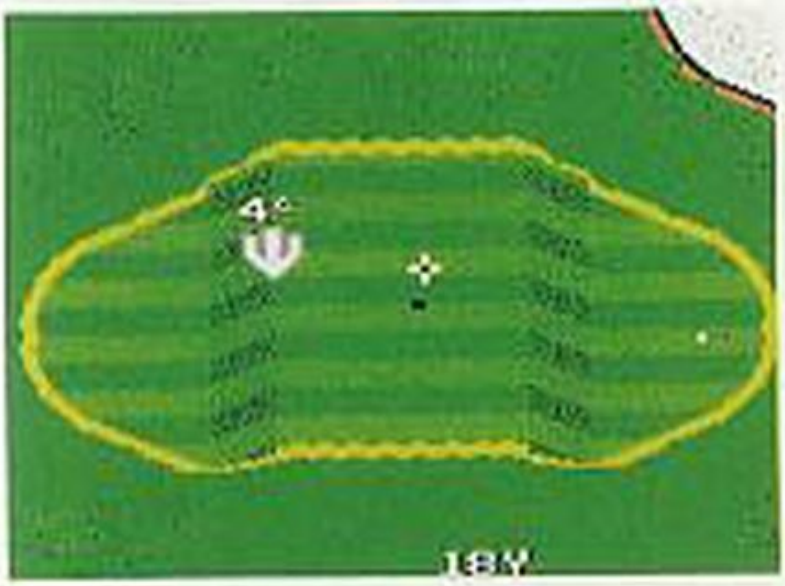
## Professional Caddy's Advice

This short hole is far from sweet, as it surrounds the green with trees and bunkers. Your first shot off the tee could land you right by the flag or up to your knees in sand. If you have to make an approach shot, try to keep the ball from running. Aim short and shoot high.

# 5th
# 438 Yards
# PAR 4

## Professional Caddy's Advice

This fairway doglegs to the left, curving gracefully within the arc of an extremely dangerous water hazard. Try a hook shot here to follow the fairway and stay far away from the beach. It's not a good idea to try to cut the corner because the trees are waiting right there with open arms. The green on this hole has three levels, being highest at the center. It steps gradually down to the right, so aim to the left.



# 6th
# 182 Yards
# PAR 3

## Professional Caddy's Advice

More hazards could not possibly have been crammed onto this tiny fairway. On the short trip from tee off to green, you'll have to negotiate trees, sand, and water. Hit the ball high to soar over these obstacles and minimize run. The green slopes away from you, so aim to land in front and to the right of the flag. Needless to say, accuracy is the key word here on the 6th hole.

# 7th
# 358 Yards
# PAR 4

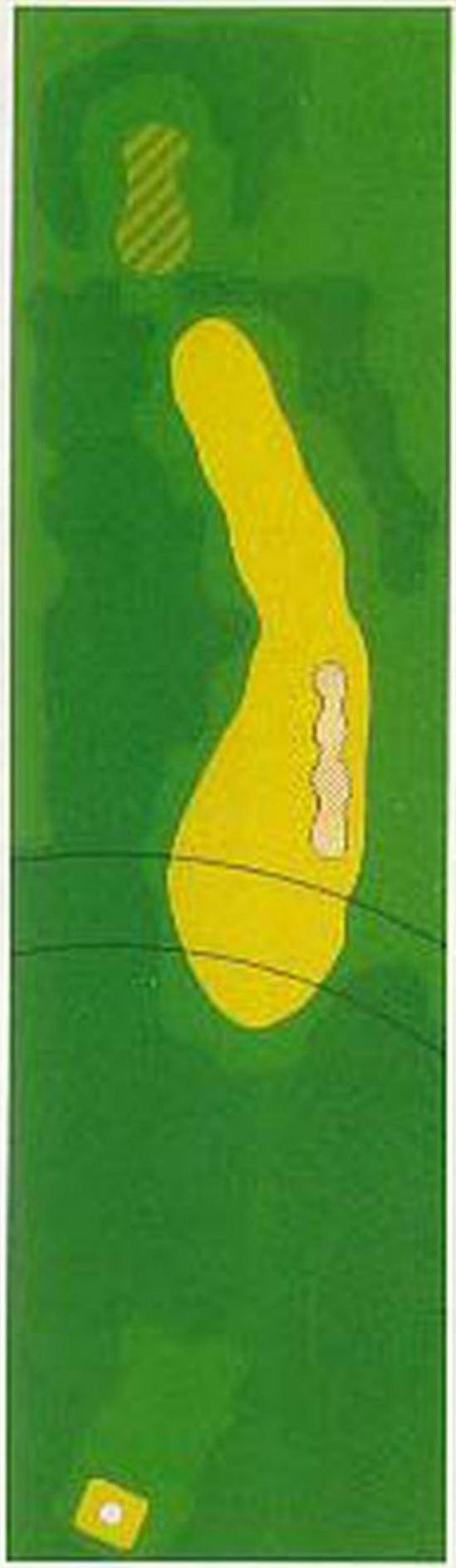
## Professional Caddy's Advice

Within the right bend of this dogleg is a slope so steep it borders on being a cliff. Try to slice off the tee--you don't want your ball to even *see* that perilous drop. If you can drive around 260 yards, the ball will land on a gradation and will run a good distance. The green has two levels, with a four-degree slope. Aim in front of the flag to set yourself up for a clean putt.

# 8th
# 533 Yards
# PAR 5

## Professional Caddy's Advice

On this long hole, your first shot is crucial. Between the tee and the fairway is a tall, hungry wood. You'll also have to contend with a bunker lying between 200-270 yards. Try for distance on your tee shot. A hook would be best to keep you out of the sand trap. The second half of the fairway slopes up, so you'll be standing with your left foot above the right. For an uphill lie like this, hold the club short, assuming a square stance.



# 9th
# 433 Yards
# PAR 4

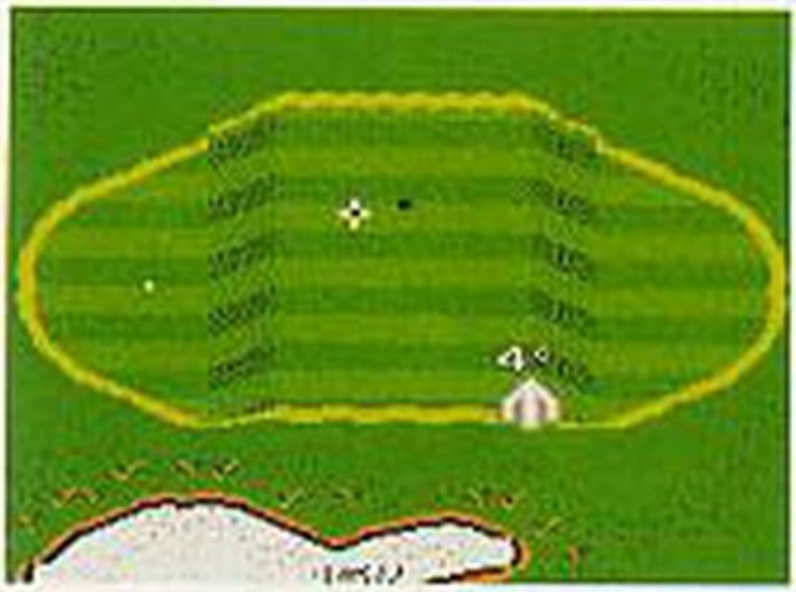
## Professional Caddy's Advice

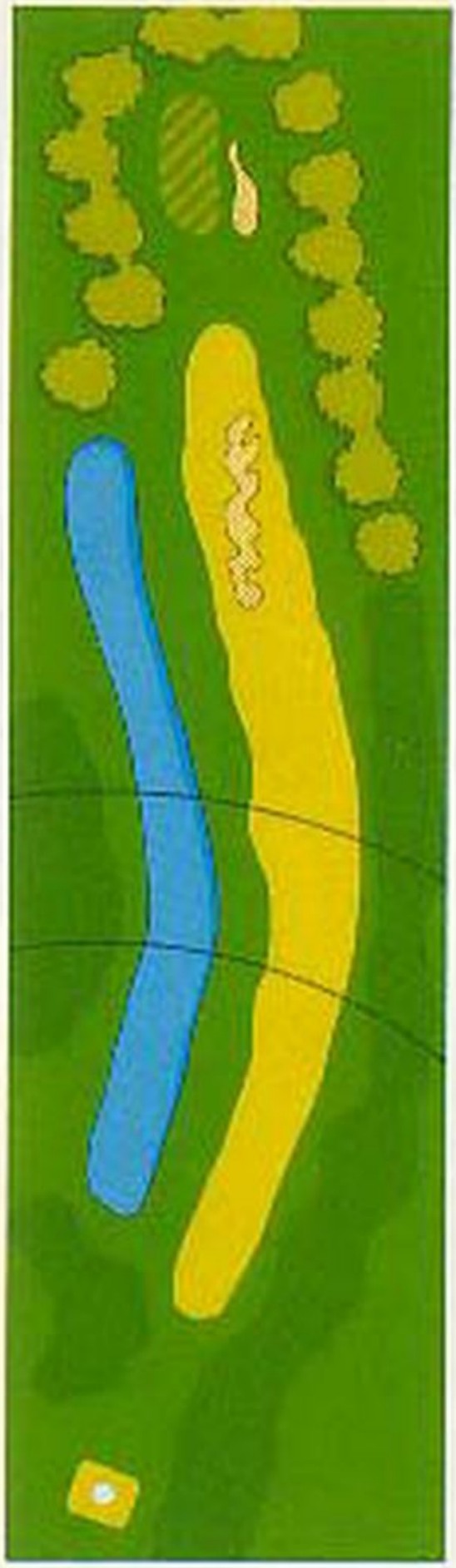
This hole has a left dogleg with two trees lurking in the outside corner. The ideal way to play it would be to hook toward the left of the fairway. If, however, you can't get distance, or there's a strong headwind blowing, keep your shots short and accurate. The end of the fairway is rough, and another, larger tree sits right in the middle. Also beware of the long water hazard.

# 10 th
# 480 Yards
# PAR 4

## Professional Caddy's Advice

A long water hazard parallels the fairway but shouldn't be much more than a threat. From the tee, try a Down shot with a lot of force. On the second shot, try for a long carry. Because of the bunker crossing the fairway, par 4 is, understandably, very hard to achieve. The green is as tough as the approach, having three levels. The high ground is at center.





# 11th
# 453 Yards
# PAR 4

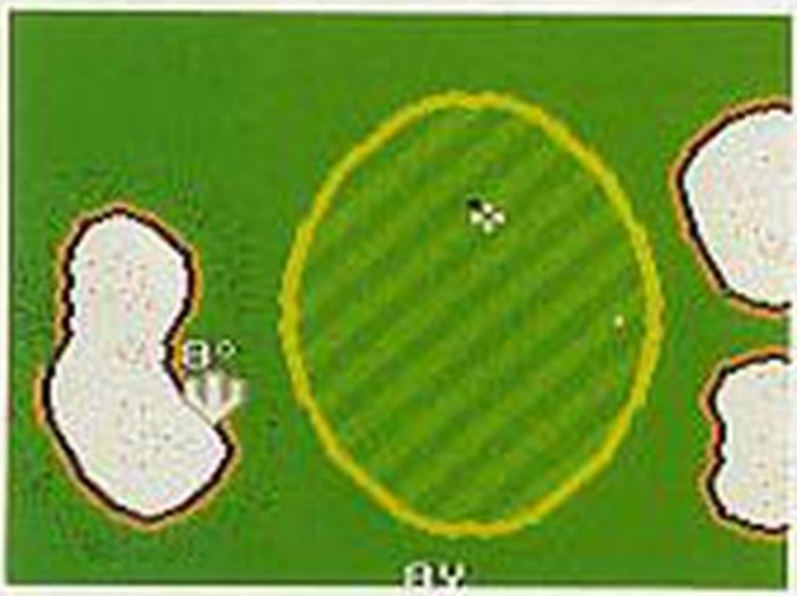
## Professional Caddy's Advice

As frequently happens on golf courses, appearances can be deceiving. This straight fairway has a pretty steep slope. That means your tee shot will determine how you finish the hole. On your approach shot, stay far away from the little pond left of the green. And don't over-shoot, or you'll bogey in the bunkers. The green slopes away from you at a seven-degree angle and has two levels. Try to land above the flag.

# 12th
# 156 Yards
# PAR 3

## Professional Caddy's Advice

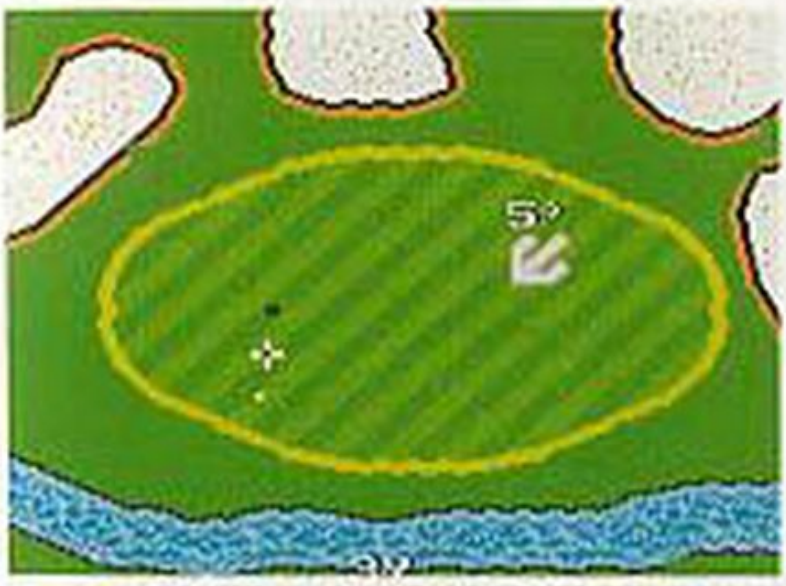
The shortest hole of the course, #12 will seriously test your aim, your nerves, and your patience. Stay with the medium to short irons and hit high. The rough surrounding the green slopes down, while the green itself runs in an eight-degree angle from left to right. Aim your approach shot above the flag.



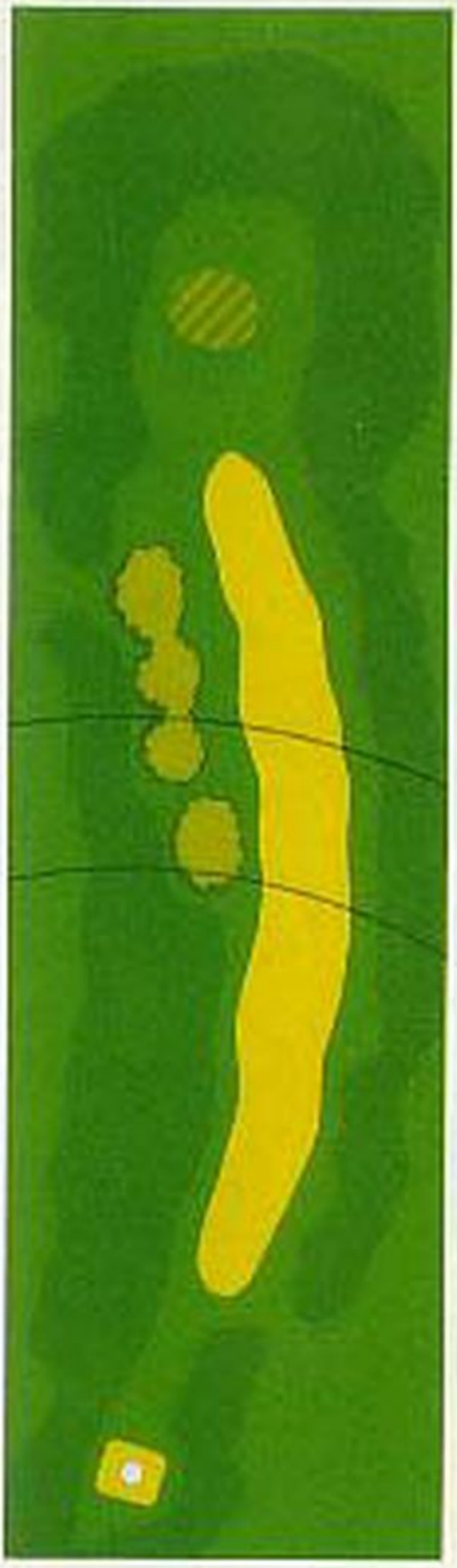
# 13th
# 468 Yards
# PAR 5

## Professional Caddy's Advice

The infamous, devastating 13th Hole has swallowed more than a few professional golfers. The creek parallelling the fairway is home to dozens of lost balls. You could try to reach the green in two shots, but your chances of mis-hitting are pretty high. The second shot is variable--try for the green or just beside it. When you're ready, aim to land in front of the flag.



# 14th
# 403 Yards
# PAR 4



## Professional Caddy's Advice

If you try to short-cut this hole, watch out for the trees. However, aiming to the right of the fairway also presents dangers because it slopes down toward the rough. Try to stay in the center of the green, about midway down the fairway. From there, a hook shot will carry you within easy reach of the green. Since no obstacles block your path, the approach shot should be pretty simple.

# 15th
# 503 Yards
# PAR 5

## Professional Caddy's Advice

The shortest distance to the green is, of course, a straight shot. Unfortunately, you have to break around the tree. On your tee shot, aim just to the left of this hazard. The little pond perched right at the end of the fairway is a lovely nuisance. Don't try to clear it on your second shot. Get close and make your approach from there.

# 16th
# 172 Yards
# PAR 3

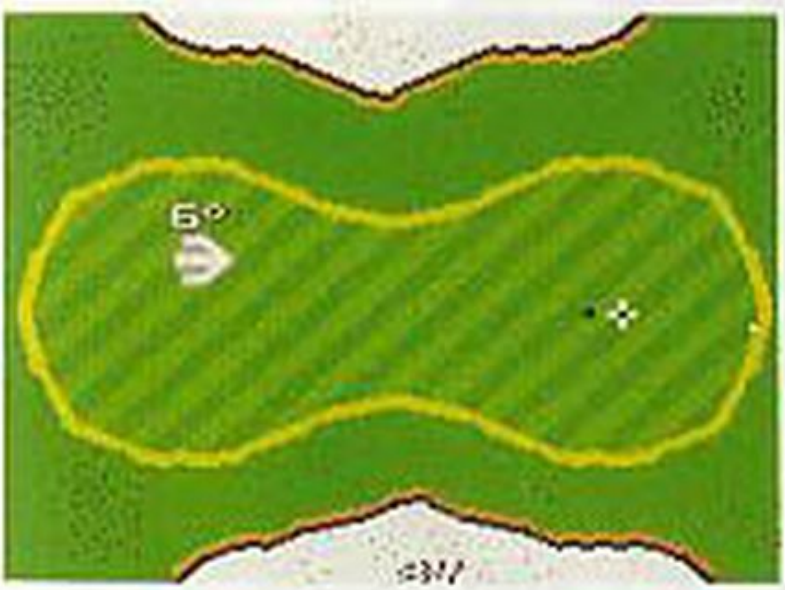
## Professional Caddy's Advice

By the time the greenskeepers got to the 16th hole, they were pretty sick of mowing. So they converted the fairway to water--at least that's what appears to have happened on this unique hole. But don't be too intimidated by the pond. Try for a one-on, and be very careful not to overshoot the green. If you wind up in the rough, you'll find yourself facing a very difficult approach shot. The green slopes 7 degrees left to right.

# 17th
# 402 Yards
# PAR 4

## Professional Caddy's Advice

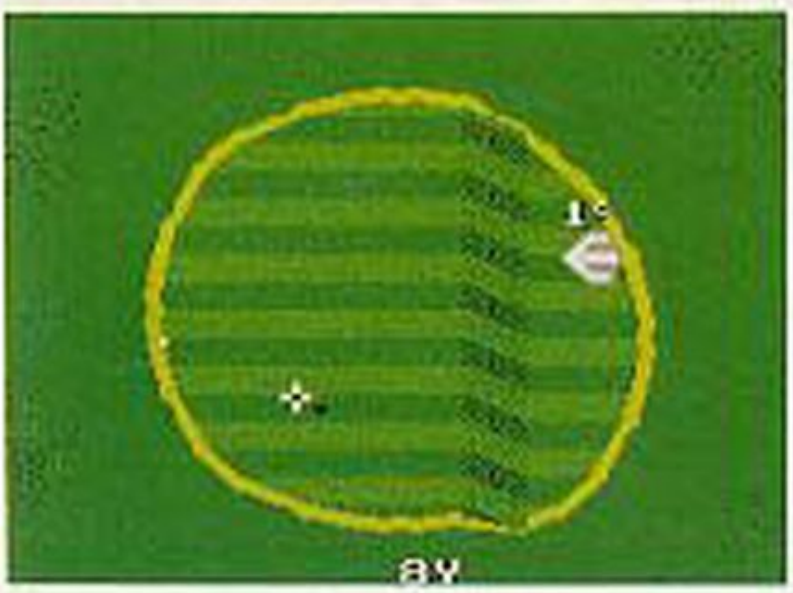
A little valley crosses the end of the fairway. You absolutely do not want to see your ball land there! Use a hook from the tee, aiming for the right side of the fairway. The green is surrounded by bunkers, and it slopes toward you. Try to land the ball uphill from the flag.

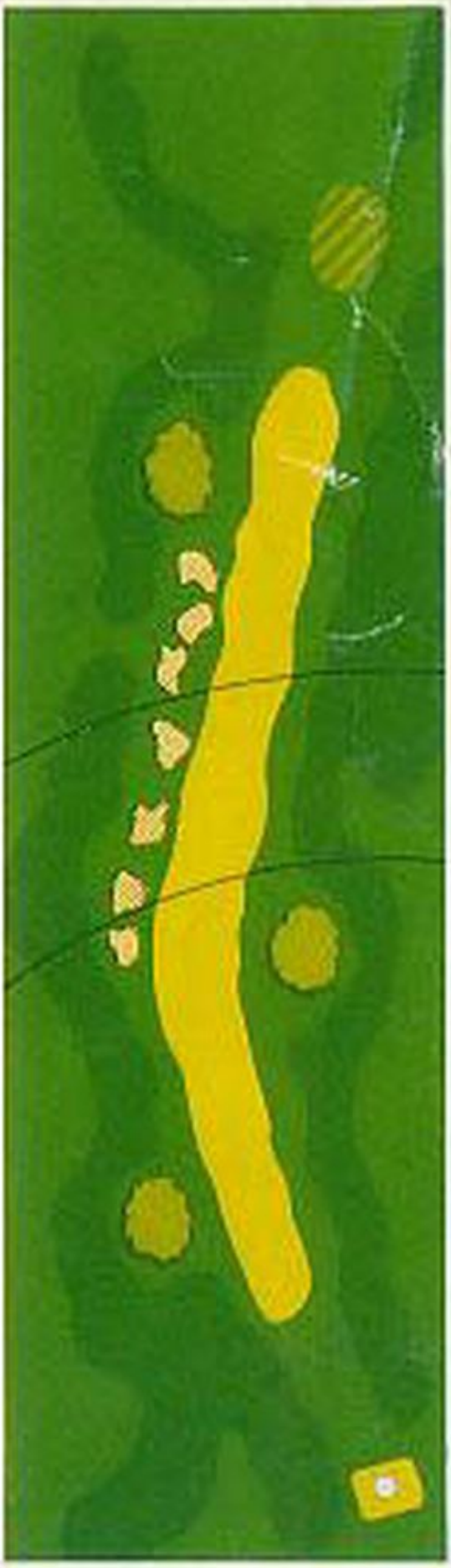


# 18th
# 407 Yards
# PAR 4

## Professional Caddy's Advice

On this final hole, you get to make the decisions. You could aim straight for the green and short-cut the corner-if you can stay out of the tree. Or you could try a slice shot and swing around it. The green has two levels, with a gradual slope. You'll find the putting easier if you can place your approach shot in front of the flag. If you shoot over the green, you'll land yourself in a nasty little rough.





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# COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

*Reorient the receiving antenna
*Relocate the NES with respect to the receiver
*Move the NES away from the receiver
*Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commision helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.


**ATLUS SOFTWARE, INC.**
**17145 Von Karman Avenue, Ste 110**
**Irvine, CA 92714**

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17145 Von Karman Avenue, Ste. 110
Irvine, CA. 92714

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